Guitar

+ serialNumber: String
+ price: int
+ builder: String
+ model: String
+ backWood: String
+ topWood: String

//Constructors
+ Guitar()
+ Guitar(String serialNumber, int price, String builder, String model,String backWood, String topWood)
//Getter
+ getSerialNumber(): String
+ getPrice():
+ getbuilder():
+ getmodel():
+ getbackWood():
+ gettopWood():
//Setters
+ setSerialNumber(String serialNumber): void
+ setPrice(int price): void
+ setBuilder(String builder): void
+ setModel(String model): void
+ setBackWood(String backWood): void
+ setTopWood(String topWood): void
//Other logic metods
+ createSound(): void

Inventory

//addNew
+ Guitar obj1=new Guitar();
+ Guitar obj2=new Guitar ("G123",2000,"Sony","Model123","hardWood","soft Wood");
//listGuitars
+ obj1.createSound();
+ obj2.createSound();

Guitar

+ serialNumber: String
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//Constructors
+ Guitar()
+ Guitar(String serialNumber, int price, String builder, String model,String backWood, String topWood)
//Getter
+ getSerialNumber(): String
+ getPrice():
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+ gettopWood():
//Setters
+ setSerialNumber(String serialNumber): void
+ setPrice(int price): void
+ setBuilder(String builder): void
+ setModel(String model): void
+ setBackWood(String backWood): void
+ setTopWood(String topWood): void
//Other logic metods
+ createSound(): void

NHÁP

GuitarList

+ List<Guitar> listGuitar = new ArrayList<Guitar>()
//tạo list chứa các obj guitar

Inventory

//addNew
+ Guitar obj1=new Guitar();
+ Guitar obj2=new Guitar("G123",2000,"Sony","Model123","hardWood", "softWood");
//listGuitars
+ obj1.createSound();
+ obj2.createSound();